

Abstract

A system and method for programmatically generating a graphical program or a portion of a graphical program, in response to receiving program information. The program information may specify functionality of the graphical program or graphical program portion to be generated. During execution of a graphical program generation (GPG) program, the GPG program may be operable to receive the program information. In response to the program information, the GPG program may programmatically generate a graphical program (or graphical program portion) that implements the specified functionality. Thus, the GPG program may generate different graphical programs, depending on the program information received. The GPG program may have any of various purposes or applications. In some embodiments, the GPG program may be a program or application which a user utilizes to construct or characterize a computational process. In response to the specified computational process, the GPG program may programmatically generate a graphical program to implement the computational process. In other embodiments, the GPG program may be a program or application that directly aids the user in creating a graphical program. For example, the GPG program, which in this case may be a graphical programming environment application, may be operable to receive user input specifying desired functionality and may automatically, i.e., programmatically, add a portion of graphical program code implementing the specified functionality to the user's graphical program. In other embodiments, the GPG program may be a program or application operable to automatically translate an existing program into a graphical program. In addition to these examples, a GPG program may receive any other type of information and programmatically generate a graphical program based on the received information.